Four Elements Initiate

Medium Or Small Humanoid (Any), Any Alignment

Armor Class 16 (Unarmored Defense)
Hit Points 58 (9d8+18)
Speed 40 ft. walk

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	8 (-1)

Saving Throws STR +2, DEX +5
Skills Acrobatics +5, Religion +3, Insight +5, Perception +5
Senses Passive Perception 15
Languages Common and two other languages
Challenge 2 (450 XP)

Unarmored Defense. While the Initiate is wearing no armor and wielding no shield, their AC includes their Wisdom modifier.

Actions

Multiattack. The Four Elements Initiate makes two Fangs of the Fire Snake attacks.

Fangs of the Fire Snake. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4+3) fire damage.

Water Whip (1/Long or Short Rest).
A creature that the Initiate can see within 30 feet of them must make a DC 13 Dexterity saving throw.
On a failed save, the creature takes 16 (3d10) bludgeoning damage, and is either knocked prone or pulled up to 25 feet closer to the Initiate (their choice).
On a successful save, the creature takes half as much damage, and isn't pulled or knocked prone.

Fist of Unbroken Air. (1/Long or Short Rest).
The Initiate chooses a creature within 30 feet of them. That creature must make a DC 13 Strength saving throw.
On a failed save, the creature takes 16 (3d10) bludgeoning damage and the Initiate can push the creature up to 20 feet away from them and knock it prone.
On a successful save, the creature takes half as much damage, and is not pushed or knocked prone.

Erupting Earth. (1/Long or Short Rest).
The Initiate chooses a point they can see on the ground within 120 feet. A fountain of churned earth and stone erupts in a 10-foot cube centered on that point.
Each creature in that area must make a DC 13 Dexterity saving throw. A creature takes 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Reactions

Deflect Missiles. When the Initiate is hit by a ranged weapon attack, they reduce the damage from the attack by 8 (1d10+3).

Four Elements Disciple

Medium Or Small Humanoid (Any), Any Alignment

Armor Class 17 (Unarmored Defense)
Hit Points 91 (14d8+28)
Speed 45 ft. walk

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	8 (-1)

Saving Throws STR +2, DEX +6
Skills Acrobatics +6, Religion +3, Insight +5, Perception +5
Senses Passive Perception 15
Languages Common and two other languages
Challenge 4 (1,100 XP)

Unarmored Defense. While the Disciple is wearing no armor and wielding no shield, their AC includes their Wisdom modifier.

Actions

Multiattack. The Four Elements Disciple makes three Fangs of the Fire Snake attacks.

Fangs of the Fire Snake. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6+4) fire damage.

Water Whip. A creature that the Disciple can see within 30 feet them must make a DC 13 Dexterity saving throw.
On a failed save, the creature takes 22 (4d10) bludgeoning damage, and is either knocked prone or pulled up to 25 feet closer to the Disciple (their choice).
On a successful save, the creature takes half as much damage, and isn't pulled or knocked prone.

Fist of Unbroken Air. The Disciple chooses a creature within 30 feet of them. That creature must make a DC 13 Strength saving throw.
On a failed save, the creature takes 22 (4d10) bludgeoning damage and the Disciple can push the creature up to 20 feet away from them and knock it prone.
On a successful save, the creature takes half as much damage, and is not pushed or knocked prone.

Erupting Earth. The Disciple chooses a point they can see on the ground within 120 feet. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point.
Each creature in that area must make a DC 13 Dexterity saving throw. A creature takes 13 (2d12) bludgeoning damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Step of the Wind. The Disciple takes the Dash or the Disengage action.

Reactions

Deflect Missiles. When the Disciple is hit by a ranged weapon attack, they reduce the damage from the attack by 9 (1d10+4).

Four Elements Adept

Medium Or Small Humanoid (Any), Any Alignment

Armor Class 18 (Unarmored Defense)
Hit Points 110 (17d8+34)
Speed 50 ft. walk, 60 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	18 (+4)	8 (-1)

Saving Throws STR +3, DEX +7
Skills Acrobatics +7, Religion +4, Insight +7, Perception +7
Damage Immunities poison
Condition Immunities poisoned
Senses Passive Perception 17
Languages Common and two other languages
Challenge 8 (3,900 XP)

Evasion. When the Adept is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, they instead takes no damage if they succeeds on the saving throw, and only half damage if they fail.

Unarmored Defense. While the Adept is wearing no armor and wielding no shield, their AC includes their Wisdom modifier.

Actions

Multiattack. The Four Elements Adept makes four Fangs of the Fire Snake attacks.

Fangs of the Fire Snake. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8+4) fire damage.

Water Whip. A creature that the Adept can see within 30 feet must make a DC 15 Dexterity saving throw. On a failed save, the creature takes 27 (5d10) bludgeoning damage, and is either knocked prone or pulled up to 25 feet closer to the Adept (their choice). On a successful save, the creature takes half as much damage, and isn't pulled or knocked prone.

Fist of Unbroken Air. The Adept chooses a creature within 30 feet of them. That creature must make a DC 15 Strength saving throw.
On a failed save, the creature takes 27 (5d10) bludgeoning damage and the Adept can push the creature up to 20 feet away from them and knock it prone.
On a successful save, the creature takes half as much damage, and is not pushed or knocked prone.

Erupting Earth. The Adept chooses a point they can see on the ground within 120 feet. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point.
Each creature in that area must make a DC 15 Dexterity saving throw. A creature takes 19 (3d12) bludgeoning damage on a failed save, or half as much damage on a successful one.

Flames of the Phoenix (Recharge 5-6). Each creature in a 20-foot-radius sphere centered on a point within 150 feet of the Adept must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Step of the Wind. The Adept takes the Dash or the Disengage action.

Reactions

Deflect Missiles. When the Adept is hit by a ranged weapon attack, they reduce the damage from the attack by 10 (1d10+4).

Four Elements Master

Medium Or Small Humanoid (Any), Any Alignment

Armor Class 20 (Unarmored Defense)
Hit Points 143 (22d8+44)
Speed 55 ft. walk, 60 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	12 (+1)	20 (+5)	8 (-1)

Saving Throws STR +5, DEX +10, CON +7, INT +6, WIS +10, CHA +4
Skills Acrobatics +10, Religion +6, Insight +10, Perception +10
Damage Immunities poison
Condition Immunities poisoned
Senses Passive Perception 20
Languages Speaks and understands all languages
Challenge 13 (10,000 XP)

Evasion. When the Master is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, they instead takes no damage if they succeeds on the saving throw, and only half damage if they fail.

Unarmored Defense. While the Master is wearing no armor and wielding no shield, their AC includes their Wisdom modifier.

Actions

Multiattack. The Four Elements Master makes four Fangs of the Fire Snake attacks.

Fangs of the Fire Snake. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) fire damage.

Water Whip. A creature that the Master can see within 30 feet must make a DC 18 Dexterity saving throw.
On a failed save, the creature takes 33 (6d10) bludgeoning damage, and is either knocked prone or pulled up to 25 feet closer to the Master (their choice).
On a successful save, the creature takes half as much damage, and isn't pulled or knocked prone.

Fist of Unbroken Air. The Master chooses a creature within 30 feet of them. That creature must make a DC 18 Strength saving throw. On a failed save, the creature takes 33 (6d10) bludgeoning damage and the Master can push the creature up to 20 feet away from them and knock it prone. On a successful save, the creature takes half as much damage, and is not pushed or knocked prone.

Erupting Earth. The Master chooses a point they can see on the ground within 120 feet. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a DC 18 Dexterity saving throw. A creature takes 26 (4d12) bludgeoning damage on a failed save, or half as much damage on a successful one.

Flames of the Phoenix (Recharge 4-6). Each creature in a 20-foot-radius sphere centered on a point within 150 feet of the Master must make a DC 18 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Breath of Winter (Recharge 5-6). A blast of cold air erupts from the Master's hands. Each creature in a 60-foot cone must make a DC 18 Constitution saving throw. A creature takes 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Wave of Rolling Earth (1/Long or Short Rest). The Master casts Wall of Stone. Requiring no components.

Bonus Actions

Patient Defense. The Master takes the Dodge action.

Step of the Wind. The Master takes the Dash or the Disengage action.

Reactions

Deflect Missiles. When the Master is hit by a ranged weapon attack, they reduce the damage from the attack by 10 (1d10+5).

Legendary Four Elements Master

Medium Or Small Humanoid (Any), Any Alignment

Armor Class 20 (Unarmored Defense)
Hit Points 187 (25d8+75)
Speed 60 ft. walk, 60 ft. fly (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	12 (+1)	20 (+5)	8 (-1)

Saving Throws STR +6, DEX +11, CON +9, INT +7, WIS +11, CHA +5
Skills Acrobatics +11, Religion +7, Insight +11, Perception +11
Damage Resistances non-magical bludgeoning, piercing, and slashing from attacks
Damage Immunities poison
Condition Immunities poisoned
Senses Passive Perception 21
Languages Speaks and understands all languages
Challenge 18 (20,000 XP)

Evasion. When the Master is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Unarmored Defense. While the Master is wearing no armor and wielding no shield, their AC includes their Wisdom modifier.

Legendary Resistance (3/Day). If the Master fails a saving throw, they can choose to succeed instead.

Actions

Multiattack. The Four Elements Master makes four Fangs of the Fire Snake attacks.

Fangs of the Fire Snake. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) fire damage.

Water Whip. A creature that the Master can see within 30 feet must make a DC 18 Dexterity saving throw.
On a failed save, the creature takes 33 (6d10) bludgeoning damage, and is either knocked prone or pulled up to 25 feet closer to the Master (their choice).
On a successful save, the creature takes half as much damage, and isn't pulled or knocked prone.

Fist of Unbroken Air. The Master chooses a creature within 30 feet of them. That creature must make a DC 19 Strength saving throw. On a failed save, the creature takes 33 (6d10) bludgeoning damage and the Master can push the creature up to 20 feet away from them and knock it prone.
On a successful save, the creature takes half as much damage, and is not pushed or knocked prone.

Erupting Earth. The Master chooses a point they can see on the ground within 120 feet. A fountain of churned earth and stone erupts in a 20-foot cube centered on that point. Each creature in that area must make a DC 19 Dexterity saving throw. A creature takes 32 (5d12) bludgeoning damage on a failed save, or half as much damage on a successful one.

Flames of the Phoenix. Each creature in a 20-foot-radius sphere centered on a point within 150 feet of the Master must make a DC 19 Dexterity saving throw.
A target takes 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Breath of Winter (Recharge 4-6). A blast of cold air erupts from the Master's hands. Each creature in a 60-foot cone must make a DC 19 Constitution saving throw.
A creature takes 40 (9d8) cold damage on a failed save, or half as much damage on a successful one.

Wave of Rolling Earth (Recharge 6). The Master casts Wall of Stone, requiring no components.

Bonus Actions

Patient Defense. The Master takes the Dodge action.

Step of the Wind. The Master takes the Dash or the Disengage action.

Legendary Actions

The Four Elements Master can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Master regains spent legendary actions at the start of their turn.

Fangs of the Fire Snake. The Four Elements Master makes a Fangs of the Fire Snake attack.

Step of the Wind. The Four Elements Master moves up to their speed

Fist of Unbroken Air (Costs 2 Actions). The Four Elements Master uses the Fist of Unbroken Air action.

Water Whip (Costs 2 Actions). The Four Elements Master uses the Water Whip action.

Reactions

Deflect Missiles. When the Master is hit by a ranged weapon attack, they reduce the damage from the attack by 15 (1d10+10).